MAGIC
THE GATHERING

13+

BLOOMBURROW

STARTER KIT PLAY GUIDE

INTRODUCTION TO THE FIVE COLORS

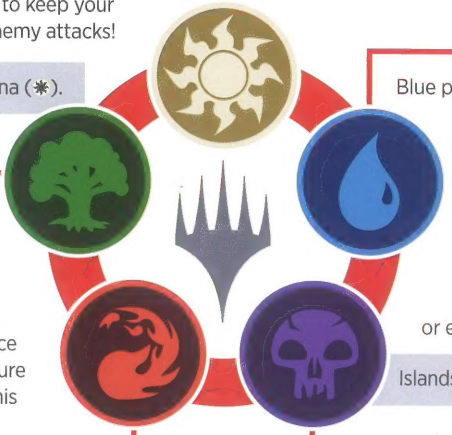
5 COLORS. 5 PLAY STYLES. ENDLESS POSSIBILITIES.

Each of the five colors in *Magic*™ represents a different philosophy and a different playstyle. The color of the cards in your deck determines which type of land you'll use for resources (mana).

WHITE

White gets the job done with teamwork and balance. The strongest defensive color, white uses protection spells to keep your creatures safe from enemy attacks!

Plains make white mana (☀).



BLUE

Blue picks apart strategies—then crushes its opponents. Foresight is the key to success when playing this color. It's strongest when played defensively, which means planning two, or even five, steps ahead.

Islands make blue mana (💧).

GREEN

A great choice for beginners, green is filled with nature's fiercest creatures: the bigger the better! Green plays with a force as unstoppable as nature itself. Animal lovers, this color is for you.

Forests make green mana (🌳).

BLACK

Black seeks power no matter the cost. Black is where you can find spooky creatures like vampires, demons, and the wandering undead. It's also where you'll trade resources (sometimes even life!) in order to destroy your opposition.

Swamps make black mana (💀).

RED

Red wants to win fast and win now. Red is played as an aggressive color that uses power, damage, and quick-play tactics to decimate opponents.

Mountains make red mana (🔥).

WELCOME TO *MAGIC: THE GATHERING*

The *Magic: The Gathering*® Starter Kit is designed to help newcomers discover the world of *Magic*. If you get stuck while playing, use this play guide to help you figure out what to do next.

This play guide is also meant to help you continue learning about *Magic* after your first game. There's no need to read the whole thing before you start playing. You can come back to this guide anytime to learn more.

Learn more about *Magic* vocabulary by going to **Magic.Wizards.com/Keyword-Glossary**.

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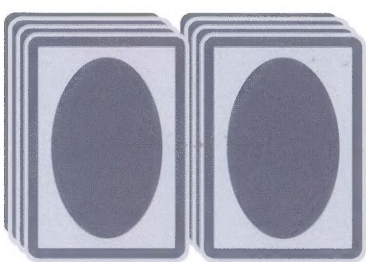
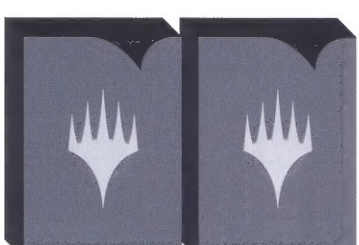


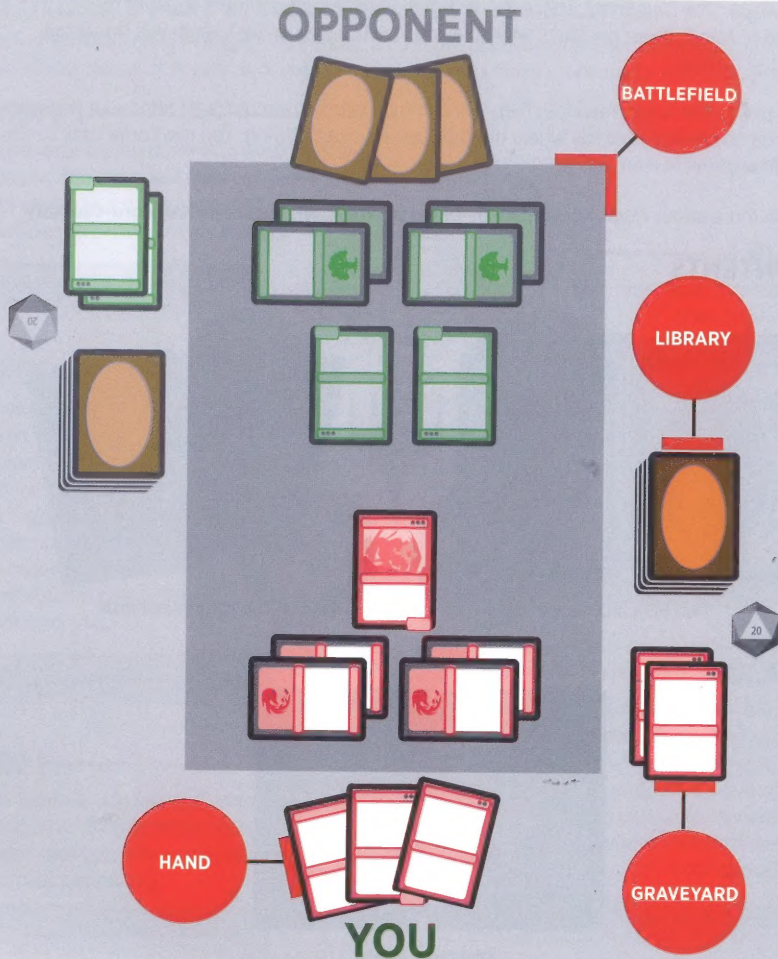
Two 60-card decks

Two reference cards



Two deck boxes

EXAMPLE PLAY AREA



STARTING A TABLETOP GAME

1. You and an opponent each pick a deck and shuffle it.
2. Choose at random which player will go first.
3. Make sure each player has a way to track their life total. Each player starts at 20 life. Make sure to protect your life—if you go to 0 life, you lose!
4. Each player draws a hand of seven cards. You'll want a mix of cards with at least two land cards. For your first game, if you don't have at least two lands, shuffle your hand back into your deck and draw seven new cards. In future games, you can learn about taking a mulligan from the online glossary (link on page 7).
5. Once both players have decided to keep their hands, the game begins! You will draw a card each turn. The player who goes first doesn't draw a card on their first turn to make up for the advantage of going first.
6. A game of *Magic* starts with only players' decks and life counters on the table. Players then take turns to play lands, cast spells, and attack with creatures. (See pages 11–12 for Parts of the Turn.) After a few turns, your play area should look something like the graphic on the left.

THE PLAY AREA

The game board is divided into several different game zones. The diagram to the left shows what a two-player game might look like after a few turns.

LIBRARY

Your library is your deck, which remains face down throughout the game. You lose the game if you are forced to draw a card but can't because your library is out of cards.

HAND

You start the game by drawing a hand of seven cards from the top of your library. Each player gets their own hand, and their hand is a secret from the other player. If you have more than seven cards in your hand as your turn ends, you must discard down to seven.

BATTLEFIELD

You and your opponent share the battlefield. You and your opponent will each have a section that contains cards you control. Cards that go onto the battlefield (including lands, creatures, artifacts, and enchantments) are called permanents. Instants and sorceries are never on the battlefield.

You can arrange your permanents however you want (we recommend putting your lands closest to you), but your opponent must be able to see all of them.

GRAVEYARD

Your graveyard is your discard pile: creatures that die, sorceries and instants you cast, artifacts and enchantments that are destroyed, and cards you discard from your hand go here. Cards in your graveyard are always face up, and anyone can look at them at any time. Each player has their own graveyard.

GAME ACTIONS

This section describes the actions that you'll take during a game, including tapping your cards, casting spells, and attacking and blocking with creatures in combat.

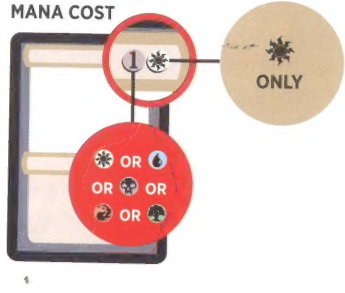
TAPPING AND UNTAPPING

Tapping means you turn a card sideways to show that it's been used for the turn. When a card is tapped, you can't tap it again until it's untapped. Untapping means returning a card to its upright position so that you can use it again. As your turn begins, untap your tapped cards. You will usually tap lands, creatures, and cards that have a ⟳ symbol (that means "tap this card").

For example, when you tap a land you control, you turn it sideways and create mana to use for casting spells or paying costs. You won't be able to tap that land again until it untaps. Other types of cards work the same way. Creatures must be untapped to attack, block, or use their ⟳ abilities.

CASTING SPELLS

To cast a spell, you must pay its mana cost (located in the upper right corner of the card) by tapping lands (or other permanents) to make the amount and type of mana which that spell requires. For example, if you were casting Rabbit Response, which costs 2✱✱, you could tap two basic lands of any type to pay 2 plus two Plains to pay ✱✱. Once a spell has been cast, one of two things happens. If the spell is an instant or a sorcery, you follow the instructions on the card, and then you put the card into your graveyard. If the spell is a creature, artifact, or enchantment, you put the card on the table in front of you. The card is now on the battlefield. Cards on the battlefield are called permanents to differentiate them from instants and sorceries, which are never on the battlefield.



COMBAT

ATTACKING AND BLOCKING

The most common way to win a game is using your creatures to attack your opponent. Creatures deal combat damage to your opponent and make them lose life. You get a combat phase in the middle of each of your turns that follows these general steps:

1. Declare Attackers

Choose which creatures you want to attack with and tap them. **Creatures that entered the battlefield this turn or that are already tapped can't attack.** You can't make your creatures attack particular creatures.

2. Declare Blockers

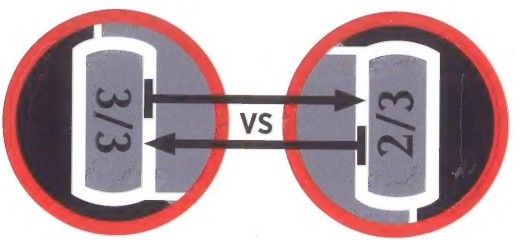
Your opponent chooses their blockers. Tapped creatures can't block. For blocking, it doesn't matter how long a creature has been on the battlefield. Each untapped creature may block only one attacker, and multiple creatures can team up to block a single attacker.

3. Combat Damage

Combat damage is dealt. All attacking and blocking creatures deal combat damage equal to their power. Attackers that weren't blocked deal damage to your opponent, and they lose that much life. If your opponent blocked, then the attackers deal combat damage to the blockers, and vice versa. If a creature is dealt damage greater than or equal to its toughness during a single turn, then that creature dies and goes to the graveyard.

If an attacker is blocked by multiple creatures, then the attacking player chooses an order for the blocking creatures and damage will be dealt in that order. When enough combat damage is dealt to the first blocker, it dies, and any remaining combat damage will be dealt to the second blocker. If the second blocker dies, any remaining damage will be deal to the third, and so on.

Any creature that takes damage less than its toughness during a single turn stays on the battlefield, and all damage wears off at the end of the turn.



HOW TO READ A *MAGIC* CARD

Magic cards are formatted so that the information you need to know is always in the same place. To learn more about *Magic* vocabulary, scan the QR code here or go to **Magic.Wizards.com/Keyword-Glossary**.

NAME
Finneas, Ace Archer
MANA COST
TYPE LINE
Legendary Creature — Rabbit Archer
EXPANSION SYMBOL
Vigilance, reach
Whenever Finneas, Ace Archer attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.
TEXT BOX
2/2
POWER/ TOUGHNESS

NAME

Each card has a name that serves as its unique identifier. Though a card may be reprinted in many *Magic* sets, no two cards with the same name will ever function differently. In most *Magic* formats, you can have up to four copies of a card with the same name in your deck (except basic lands, which are unlimited).

MANA COST

Mana is used to cast spells in *Magic*. All spell cards have a mana cost in the upper right corner. Finneas, Ace Archer's mana cost, {G}{W}, means that you must pay one green mana and one white mana to cast it.

TYPE LINE

Every card in *Magic* has a type, and some cards also have subtypes or supertypes. For example, Finneas, Ace Archer's supertype is legendary, its type is creature, and its subtypes are Rabbit Archer. There are six card types included in this kit: land, creature, artifact, enchantment, sorcery, and instant.

LANDS

You'll use lands to generate mana, the game's primary resource, which is used to cast spells and activate abilities. Each basic land makes mana of a particular color. Plains make white mana ({W}), Islands make blue mana ({U}), Swamps make black mana ({B}), Mountains make red mana ({R}), and Forests make green mana ({G}). You can play one land during each of your turns. To play a land, just put it from your hand onto the battlefield during either of the main phases of your turn. Once you play a land, you can use it to make mana on the turn you played it and every turn after that.

CREATURES

Creatures fight for you: they can attack during the combat phase of your turn and block during the combat phase of an opponent's turn. You can cast a creature as a spell during your main phase, and it remains on the battlefield until it's destroyed, sacrificed, exiled, or otherwise removed. **Creatures enter the battlefield with "summoning sickness," which means that a creature you control can't attack (or use an ability that has {T} in its cost) until it starts your turn under your control.** You can block with a creature no matter how long it's been on the battlefield.

ARTIFACTS

Artifacts represent machines or magical objects. As with creatures, you can cast an artifact as a spell during your main phase, and it remains on the battlefield unless it's destroyed, sacrificed, exiled, or otherwise removed. Most artifacts are colorless, which means you can cast them with any color of mana, but some require colored mana to cast.

ENCHANTMENTS

Enchantments have persistent magical effects that affect the game as long as they're on the battlefield. As with creatures, you can cast an enchantment as a spell during your main phase, and it remains on the battlefield unless it's destroyed, sacrificed, exiled, or otherwise removed.

SORCERIES

Sorceries are spells that you can cast only during a main phase of your turn. They have a one-time effect. You do what the spell says, and then put the card into your graveyard.

INSTANTS

Instants are spells that can be cast at any time, even during your opponent's turn or during combat. Like sorceries, instants have a one-time effect. You do what the spell says, and then you put it into your graveyard.

TEXT BOX

The text box includes rules text and flavor text. Rules text explains special effects a card has during gameplay. Reminder text can sometimes appear (in parentheses, like this) to clarify how abilities work. Flavor text does not affect gameplay, but provides the backstory of the card. Flavor text is always italicized and appears after the horizontal line in the text box.

KEYWORD ABILITIES

Cards sometimes use keywords to describe certain abilities such as flying, vigilance, and first strike. If you come across a keyword you don't recognize, check out the online glossary via the link on page 7.

POWER/TOUGHNESS

Every creature card has a box in the lower right corner that shows its power and toughness. A creature's power (the first number) is the amount of damage it deals in combat. Its toughness (the second number) is the amount of damage that must be dealt to it in a single turn to destroy it. If a creature takes damage but isn't destroyed, it will recover at the end of the turn.

Manuel Castañón

EXPANSION SYMBOL

This symbol tells you which *Magic* set the card is from. Each *Magic* set has its own distinct symbol, and the color of the symbol tells you the card's rarity.

Mythic rare

Rare

Uncommon

Common

POWER/TOUGHNESS BOX

PARTS OF THE TURN

Each turn proceeds in the same sequence. Whenever you enter a new phase, the active player (the player whose turn it is) gets to start casting spells and activating abilities, then each other player can do so in turn order. When all players decline to do anything more, the game moves on to the next phase. Any player may cast instant spells or activate abilities during any player's turn, even if they are not the active player.

BEGINNING PHASE

- Untap all your tapped permanents.
- Any "at the beginning of your upkeep" abilities trigger.
- You must draw a card from your library. The player who goes first doesn't draw a card on their first turn. If you run out of cards in your library and need to draw one, then you lose the game.

FIRST MAIN PHASE

- You can play a land during this phase, but remember that you can play only one land during your turn.
- You can play any number of cards and activate any abilities so long as you have the mana to pay for them.

COMBAT PHASE

(See page 6 for Combat details.)

- Beginning of combat step.
- Declare attackers step. The active player decides which, if any, of their untapped creatures will attack. This taps the attacking creatures.
- Declare blockers step. Your opponent decides which, if any, of their untapped creatures will block your attacking creatures.
- Combat damage step. All combat damage is all dealt at the same time. Any creature dealt more damage than its toughness dies from combat damage.
- End of combat step.

On Your Turn
BEGIN
• Untap (turn your cards upright)
• Draw a card
MAIN PHASE
• Play a land (only 1 per turn)
• Cast creatures and other spells
COMBAT
• Declare attackers
• Your opponent declares blockers
• Combat damage is dealt
MAIN PHASE (AGAIN)
• Play a land (if you haven't already)
• Cast creatures and other spells
END
• Creatures heal
• Pass the turn

SECOND MAIN PHASE

- Your second main phase is just like your first main phase. You can cast any type of spell and activate abilities.
- You can play a land during this phase if you didn't play one during your first main phase.

ENDING PHASE

- Any "at the beginning of your end step" abilities trigger.
- If you have more than seven cards in your hand, choose and discard cards until you have only seven.
- All damage on creatures is removed and all "until end of turn" effects end.

Borja Pindado

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Lie Setiawan

FAQ

Q: Can my creatures attack my opponent's creatures during combat?

A: No. Creatures can only attack players, not other creatures. Creatures deal combat damage to one another only when the defending player uses a creature to block an attacking creature.

Q: Do I have to pay a creature's mana cost every turn that it is on the battlefield?

A: No. You only have to pay to cast a creature once. It then stays on the battlefield until it is destroyed or otherwise removed by a spell or ability.

Q: Do I have to tap my creatures to block?

A: No. Only an untapped creature may block, and blocking doesn't cause a creature to become tapped.

Q: Should my library or my hand be visible during the game?

A: Your hand should be visible only to you, and no one may look at your library unless a spell or ability allows you to search your library for something specific.

Q: What happens to instant or sorcery spells after I cast them?

A: They have an effect—whatever is written in the text box—and then you put them into your graveyard.

Questions? Contact us: Support.Wizards.com

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